

1 Claims

2 What is claimed is:

3 (1) An auto racing board game preferably of such a scale as to permit use of popular
4 1/24 or 1/64 scale model racing cars as playing pieces, employing a method to govern
5 movement of these playing pieces, the progress of which is based on and adjusted for
6 statistical probability of various possible results available when rolling popular, six-sided,
7 casino-style dice, wherein the game board is comprised of a playing surface having a
8 plurality of racing lanes each being subdivided into an various numbers of advancement
9 spaces including a starting space and a finishing space, wherein the number of spaces
10 vary from one lane to another, the number of spaces in any given lane being inversely
11 proportional to the probability of rolling a dice value allowing the car in that lane to
12 advance, such that the probability of advancing to the winner's line is essentially equal
13 for all playing pieces; and

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15 (2) a device as in claim (1) further comprising a plurality of playing pieces corresponding
16 to the number of racing lanes, preferably in the form of miniature automobiles, dice
17 being used for determining the advancement of said playing pieces, pit passes being
18 dealt to indicate winning and losing lanes, chips preferably in the form of tire tokens
19 (representing capital), tire haulers and winners cups (both being receptacles for tire
20 tokens), and yellow, red and black caution flags.

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